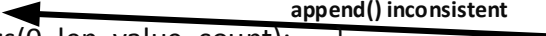**Concurrent append() and erase() causes Thread 1 to fail in getChars(), using a stale value of sb->count.**

Thread 1

```
StringBuffer::append(StringBuffer *sb){ ...
  int len = sb->length();//returns sb->count
  int newcount = count + len;
  ...
  sb->getChars(0, len, value, count); ... }
```
Ⓑ

Bug: modifying sb->count makes the value read in append() inconsistent

Thread 2

```
StringBuffer::erase(start,end){
  int len = end - start;
  if (len > 0) {
    //modify buffer
    this->count -= len;  } return; }
```
Ⓐ

Last Writer Slice @ Ⓑ

LWS(sb->count) = Thread 2 @ Ⓐ

When the failure occurs, Thread 2 may no longer be executing the erase method. The last writer slice indicts the update to sb->count in erase().